# Lottery Looper

User Manual

# Lottery Looper 1.5

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# Welcome to Lottery Looper

**Lottery Looper is a powerful tool which empowers you to create intelligent numbers to play for your lottery. Using interactive analysis capabilities through an intuitive easy to use interface, you'll quickly understand why Lottery Looper is vital when it comes to playing the lottery intelligently.**

Lottery Looper's simple interface was designed with the user in mind. Taking but a few minutes to become familiar with it provide the user with everything one needs to capture positive numbers for your lottery. Further yet, it allows one to check the recorded numbers against the next draws results. Countless features with many others planned for future updates, and Yes! They are all free! It was designed from the ground up with one focus, to make selecting the most efficient and effective numbers possible.

Download Lottery Looper

Purchase Lottery Looper

# Introduction

Lottery Looper brings a whole new level of interaction with your lotteries winning numbers. It creates numbers for future draws by applying interactive software analysis based on range technology snapshots utilizing the locator. It offers a simple, convenient, and fast way to build professional intelligent numbers in just a few minutes - No programming knowledge required!

This guide is designed to introduce you to using Lottery Looper, all of its features, functions and tools. The guidelines in this help file will take you through all the features of the application and lead you through the process of creating a functional set of numbers.

# Overview

Lottery Looper is a powerful tool with no complicated interfaces to hold you back. You'll be creating intelligent numbers in a matter of minutes!

## How Does Lottery Looper Work?

Lottery Looper works by taking a series of snapshots of a running history. It records the best results taken on the application's data so it is able to determine through simulation these results. Each snapshot taken by Lottery Looper constitutes a 'Best Range' it will then analyze the best range from these results.

Once a range is selected Lottery Looper will showcase everything about the past history with analytical features so you can start to filter visually when selecting numbers to play. Using many of these new features you can take full-control of your game. Recorded numbers are saved until the next draw and can be checked with a click of a button.

Overall Lottery Looper is an extremely flexible, easy to use tool which allows complete control of your game with easy to understand visual aids and cues.

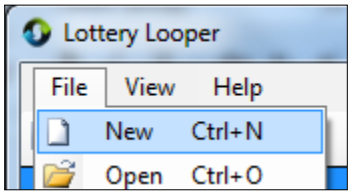
How Easy and Flexible is that!

# System Requirements

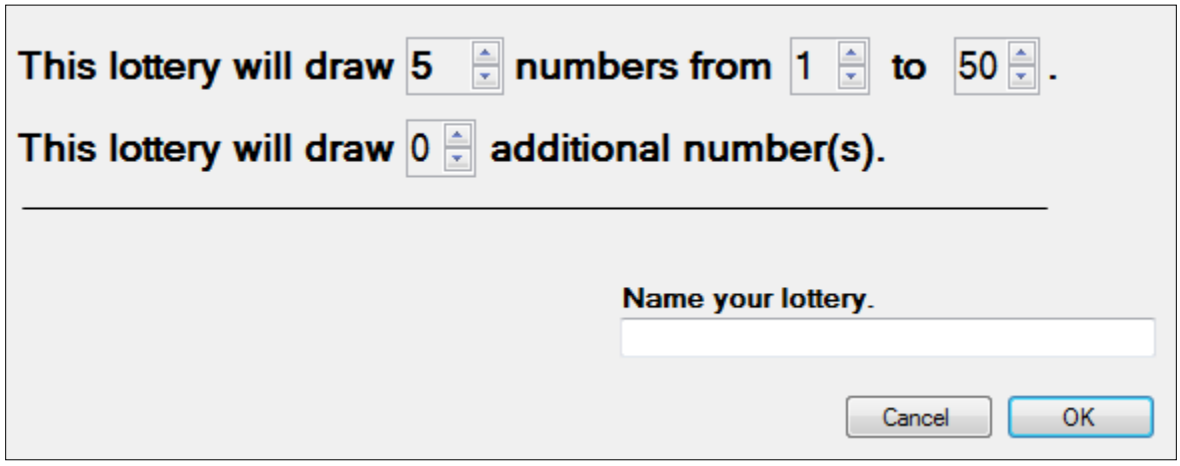
- Windows 2000/XP/2003/Vista/7/8
- Microsoft .NET Framework 4 Client Profile (Pre-installed on most Windows)
- Intel P4, Intel Centrino, Intel Xeon, or Intel Core Duo (or compatible)
- 512+ MB RAM (1GB Recommended)
- 1024x768 minimum screen resolution (1280x1024 recommended)

## Set up a New Lottery

To set up a new lottery click the menu ‘File’ then ‘New’.

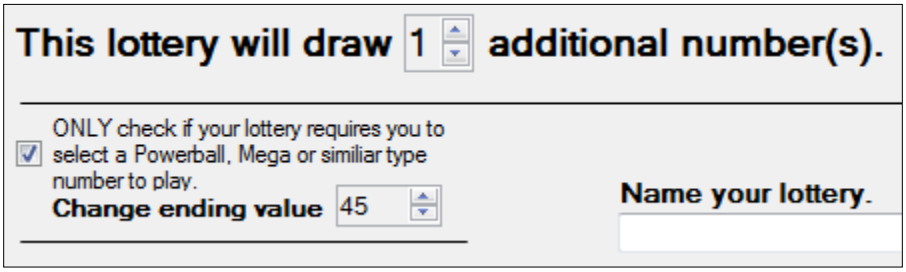



The following configuration screen will appear.

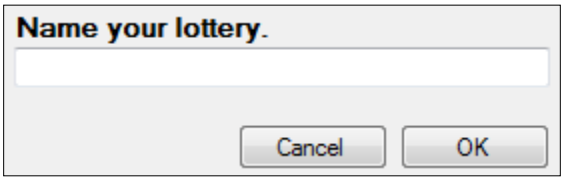



Change how many numbers your lottery draws (this is adjustable from 1 to 9) now adjust the pool of numbers your lottery draws from; (this is adjustable to start from 0 or 1, and end with 9 to 99).

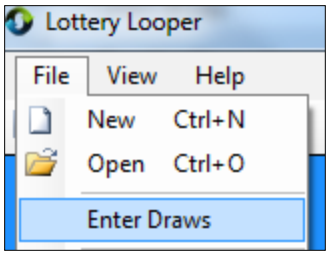
If your lottery draws an additional supplementary number(s) you can adjust this value to 1 or 2. Depending on the additional number(s) some lotteries require you to preselect from a separate pool in order to play. If your lottery requires you to select a supplementary type number such as Powerball, Mega Millions adjust this secondary pool as shown below.


This lottery will draw 1 additional number(s).
ONLY check if your lottery requires you to select a Powerball, Mega or similiar type number to play.
Change ending value 45
Name your lottery.

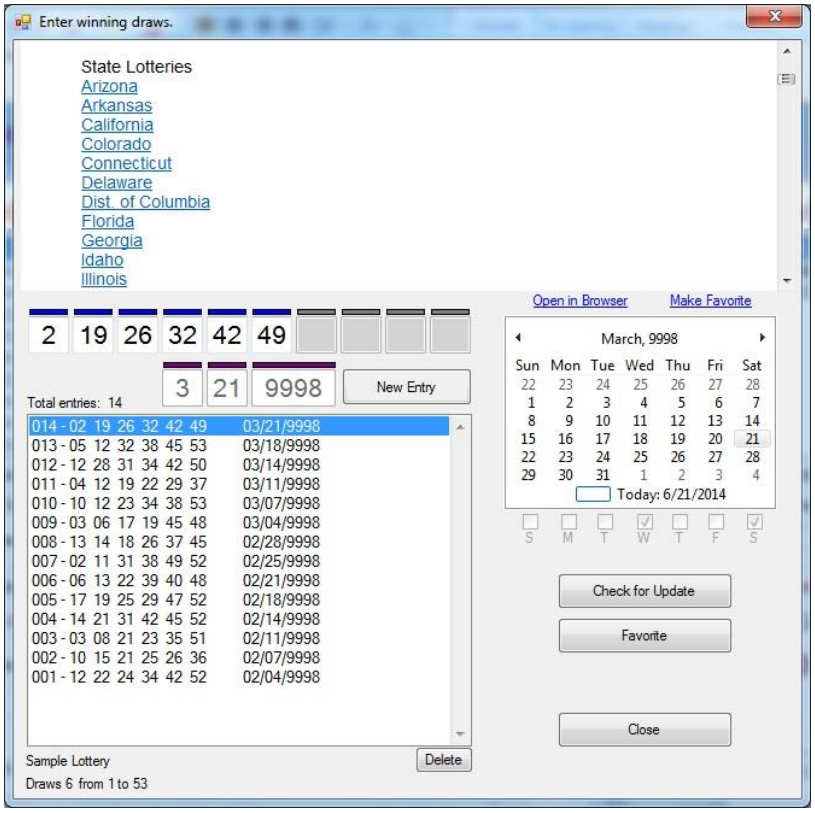
To finish enter the name of your lottery and click ‘OK’.



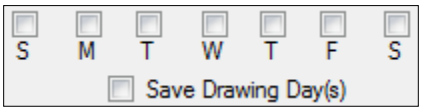
To finalize the initial setup click the menu ‘File’ then ‘Enter Draws’.




The following screen will appear.




The first thing to do is to checkmark the days of the week the draws take place, whether it is one, two, or all seven days.




Upon having selected the draw day(s), check the ‘Save Drawing Days(s)’ check box to lock in the draw days.

Next, use the browser to select which site you want to get your lottery results from. Once you have located where the winning numbers for your lottery are displayed, click ‘Make Favorite’ as this will remember to load the page automatically upon return.

This completes the one time set up. The ideal way to start would be to enter 10 past draws to get you going. Entering past draws is covered in the next section.

TIPS:

- You can use ‘Open in Browser’ to make finding where your numbers are located easier, from the browser you can drag and drop the link into the number browser then click favorite to load that page automatically.
- If you make an error during data entry you can delete it using the ‘Delete’ button.
- You can check for new updated versions of Lottery Looper using the ‘Check for Update’ button and then return to your number page simply by clicking the ‘Favorite’ button.

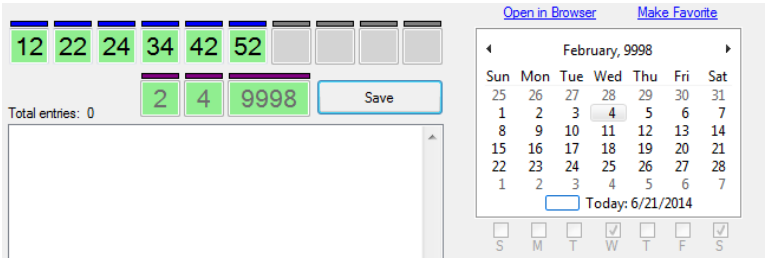
# Enter Winning Draws

The only way to take full control of your lottery is by first becoming familiar with your data. Entering your own data is by far and large the most important and crucial first step in using any lottery software.

You should start with at least 10 draws, you may enter as many as you want, but 4 is the minimum to enable all the features. The most efficient means to begin entering draws is to pick today's date and count back the amount of draws you wish to enter then start with that date. This enables the auto calendar to take care of the date for you.

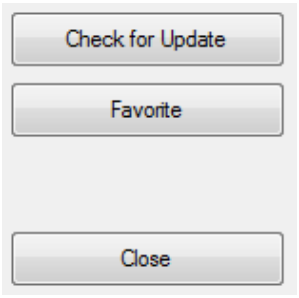
To start enter at least 10 draws to get off to a great start. Remember years and years, even months and months of data is never a good idea as the machine and balls are changed often, what was relevant years ago, even several months ago is no longer relevant right now and this is why starting with 10 draws is plenty.

Enter numbers then click save:




Click 'New Entry' and the next date is automatically selected for you.

Once you have entered the draws you want to start with click Close.

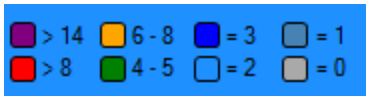


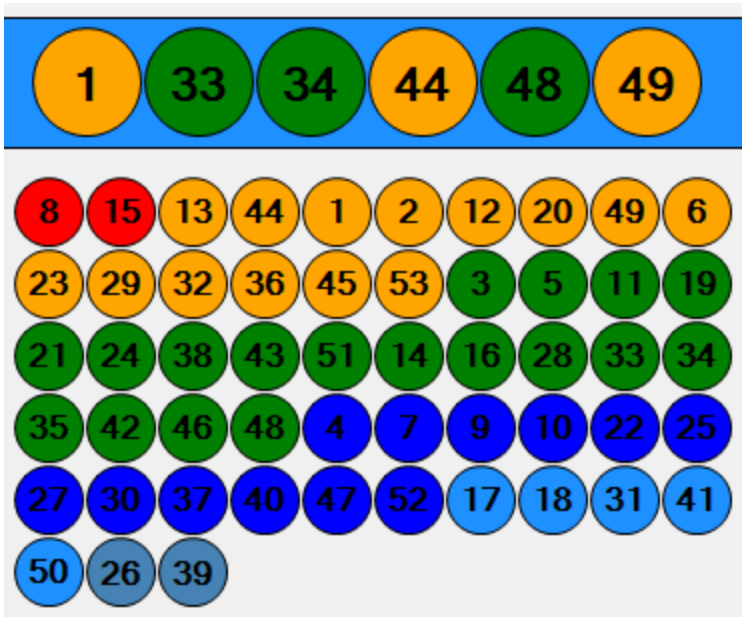

TIPS:

- Check for new updated versions of Lottery Looper by clicking 'Check for Update' and return to your number page by clicking 'Favorite'.
- Clicking a date on the calendar will change the date when in 'New Entry' mode.
- If any number box has invalid data it will turn red.

## The Main Display

The main display is color coded to easily select numbers visually. The legend indicates the frequency in which each color represents. When you have your range of past draws calculated, as here we have 41 draws calculated we find 26 and 39 have only shown once in the last 41 draws and 8 and 15 have shown over 8 times in the last 41 draws.




The entire pool of numbers for your lottery is displayed here. In this selection we find 1, 44, and 49 are fairly hot numbers where as 33, 34, and 48 are more neutral.

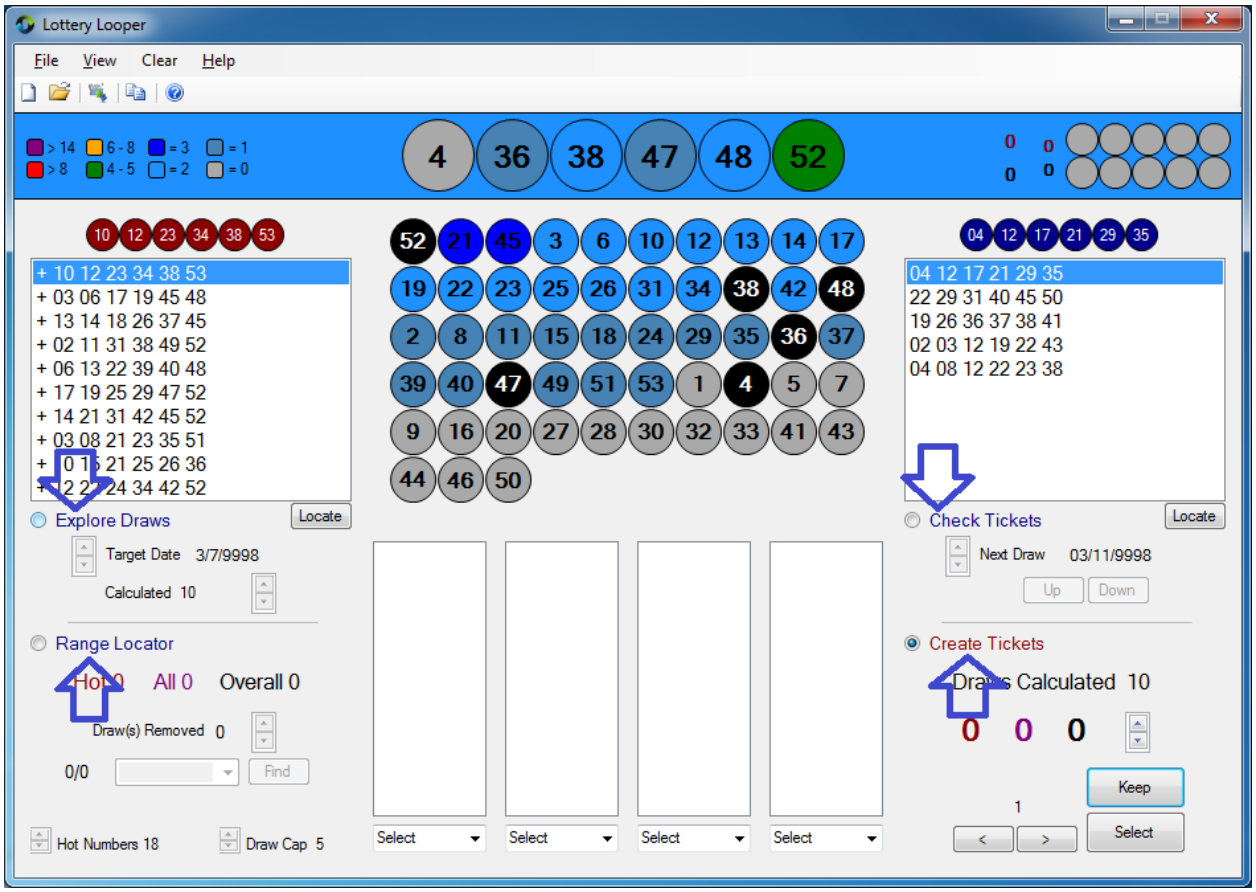
Any numbers which show up as gray means they have not been drawn as of yet and can be considered due to show. The blue series are considered cold (1) to cool (3), green is neutral, orange is becoming warm, and red and purple are hot or showing very frequently compared to all the other numbers.

TIPS:

- Hover your cursor over any number in the pool to display the exact number of times it has shown in the past draws calculated.

# The 4 Modes

Lottery Looper has four main modes of operation, Create Tickets, Check Tickets, Explore Draws, and Range Locator. A typical loop when fully up and running will be to Check the tickets you made, Explore Draws and locate where the new winning numbers showed, run the Locater to find the best  Range and then Create Tickets using analytical features and filters to aid you in selection for the next draw.

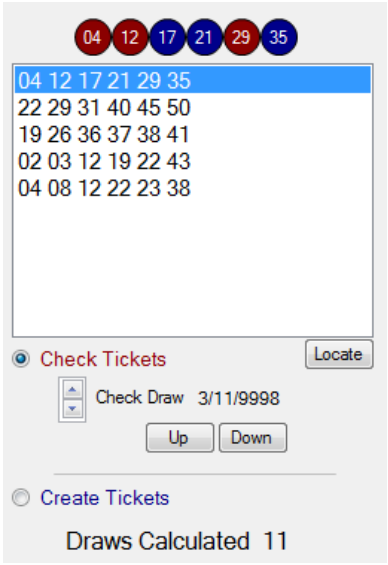


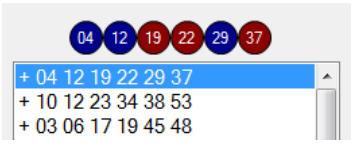

TIPS:

- You can switch to any mode at any time by clicking on the appropriate modes Radio Button.

# Check Tickets Mode

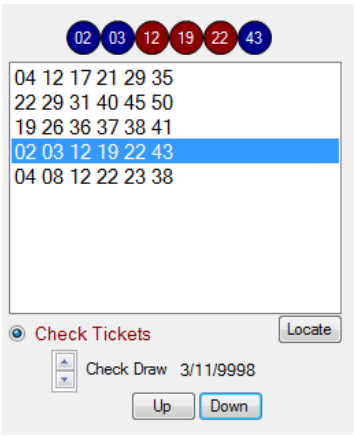
When switching into Check Tickets mode the last date's selections are automatically loaded. On the left you'll notice the last set of winnings numbers are highlighted.



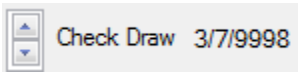

In this example 4, 12 and 29 are highlighted in Red on the right to indicate matched numbers against the winning set inversely on the left they are blue to indicate where they were pulled from within the winning set.

To check other selected number sets against the winning numbers click Up and Down.




TIPS:

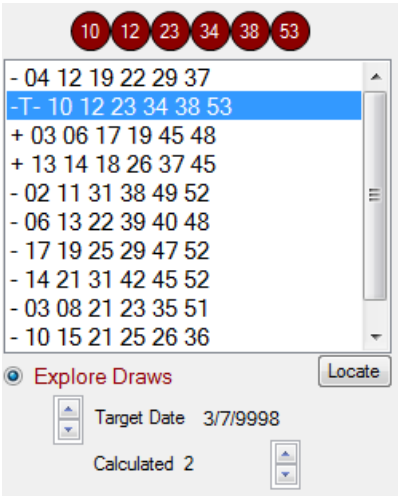
- You can change the date to check any previous sets of numbers by using the scroll button to change the date.




- The new draw date's numbers are now Targeted and highlighted on the left.

# Explore Draws Mode

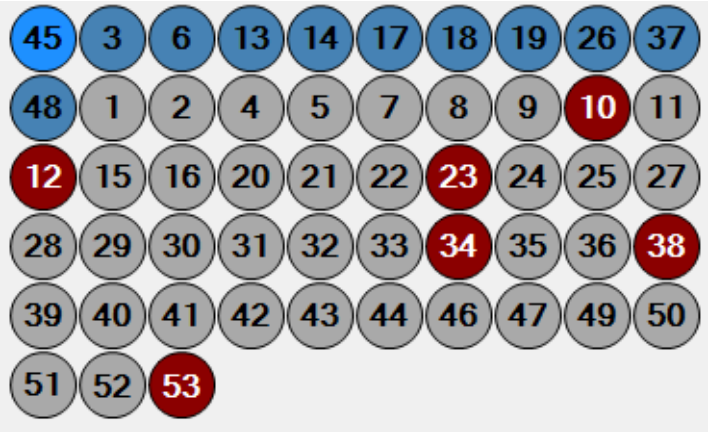
The Explore Draws feature enables you to switch to any past winning draw and change the amount of past draws calculated to provide you with information such as what was the most popular, least popular, pairs, triples, even where the numbers where at any given point in the history of your data with any amount of past draws calculated that you want.




To change to any previous winning draw use the Target Date scroll button. To change how many past draws are calculated use the calculated scroll button.

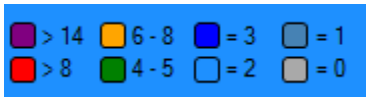
In this example the large T indicates that the previous draw 3/7/9998 is targeted and two draws before that are calculated on the main ball display.

The minus sign indicates that these draws are completely removed from the equation, the T indicates that this is the draw which is targeted for comparison and is also removed from the equation, and the two draws are the only sets of numbers calculated.

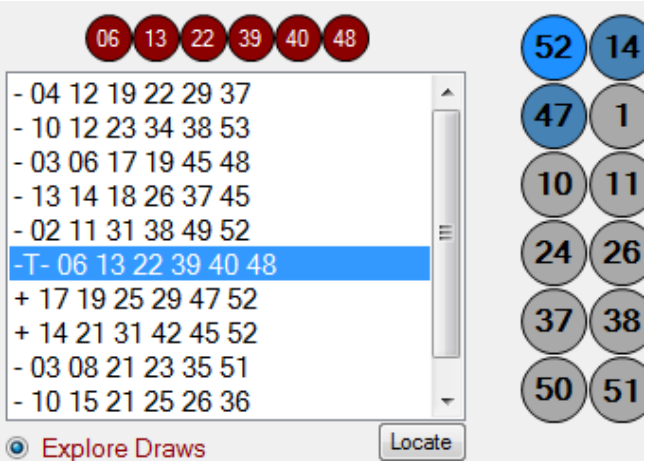



Clicking the Locate button will show where the targeted winning numbers are within the equation of two draws calculated.

Using the legend:



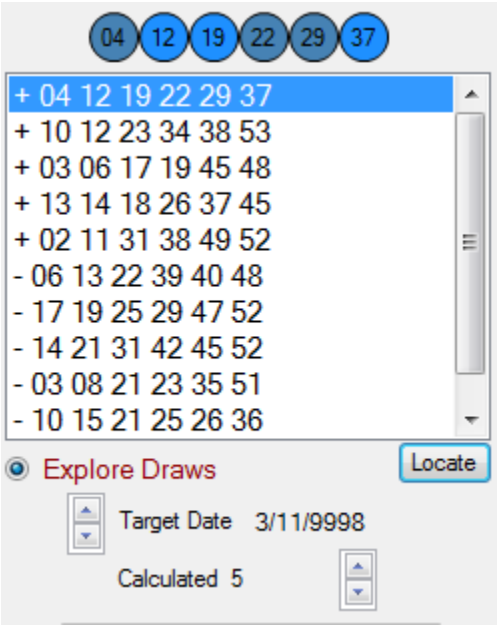

We notice that 45 have shown twice in a row indicating a pair.

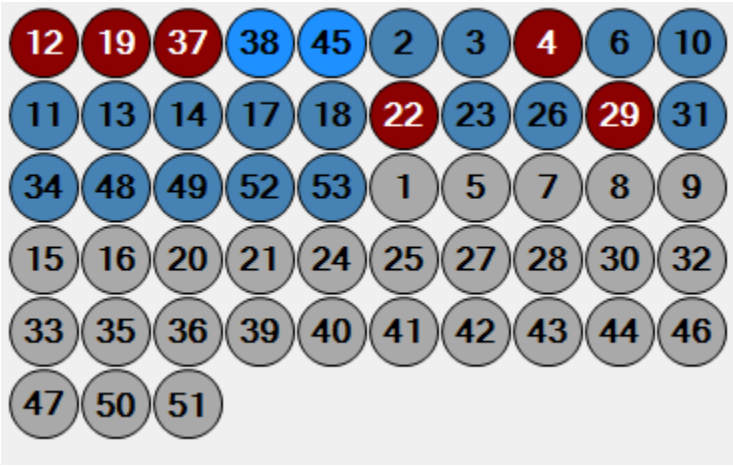


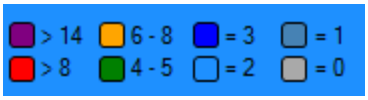

Let's leave the amount of past draws set at two and scroll down through Target Dates, here we find that 52 has paired on the 7th drawing result.

The same can be done with Triples by setting the amount of past draws to 3 and scrolling through the dates until you notice a number(s) indicated with dark blue as per the legend.

Let's set the past draws to 5 and check out where the last winning numbers are located with them included in the calculation.

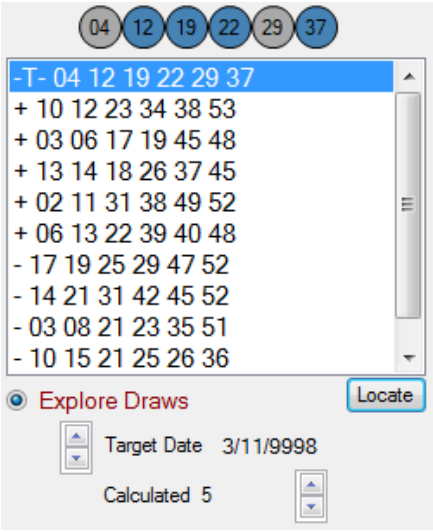


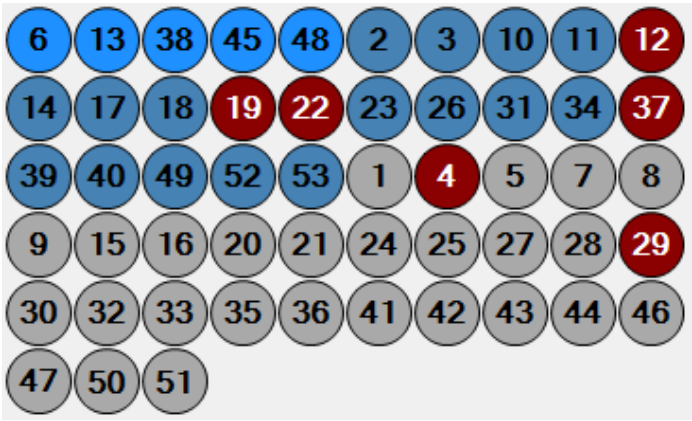




Using the legend we find 4, 22 and 29 have shown one time and 12, 19 and 37 have shown 2 times within the 5 draws calculated.

Now let's remove the last draw by targeting it, we now know where these numbers were before they even came into play using five past draws. Doing this enables us to time travel in a sense as we are able to use the past winning draws and then view where the targeted numbers were before they came into play.



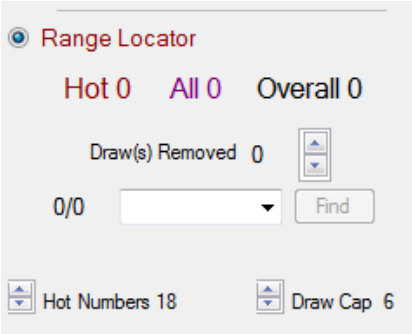
TIPS:

- As you notice explore draws is very powerful yet easy to use feature which is open to any analysis methods you desire.
- Many more features are planned for this mode in coming updates.

# Range Locator Mode

The Range Locator mode removes the last know draw, then runs analysis on a set of past draws you define using the removed draw as its primer for its final decision on how many past draws would have been ideal for the best selection of numbers to choose from. Repeating this pattern on several past draws can indicate patterns which exhibit an ideal range to set for your next selection of numbers to play.

Let's break down the components before we get into some examples.




The Hot numbers adjustment indicates how many of the hottest numbers you want to use for the range calculation. By default it adjusts to about one third of your lotteries pool of numbers, for simplicity sake if your pool was 30 this would auto adjust to 10.

Draw Cap locks in how many past draws to use against the set it's using for its foundation of analysis. By default this auto adjusts to about half of your past draws.

The scroll button is used to remove a past draw(s) for analysis which in doing so starts the locator. You can remove and analyze as many past draws as you want as long as there are enough past draws to use for the calculation. To simplify, if you have 4 draws and set the Draw Cap to 2, you can remove one draw which leaves three, it will use the next 2 draws for analysis, remove another past draw which leaves 2 this would now be the limit on past draws to remove.

0/0 = Hot Numbers/Draw Cap

Draws Removed displays how many past draws have been removed.

The drop down box will populate with the Locators individual results for each past draw.

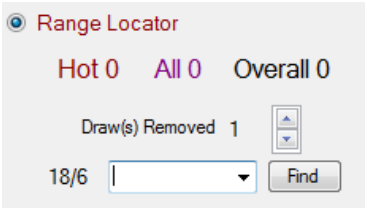
Hot: Displays the average of all the hot range results. The Hot result is the best range result which only uses numbers within the Hot Numbers pool.

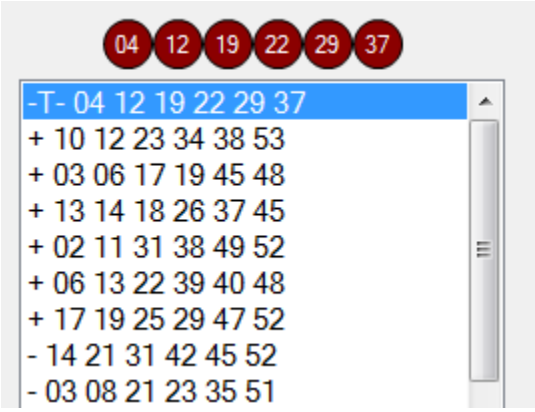
All: Displays the average of all the best range results which use the entire pool of numbers for analysis Note: Although the entire pool is used it only uses numbers in play, meaning if the number has not appeared in history it is not considered for analysis until it appears in history. This helps strengthen the "Best" factor of this premise.

Overall: Is the average of Hot and All Averages.

Let's run through an example:

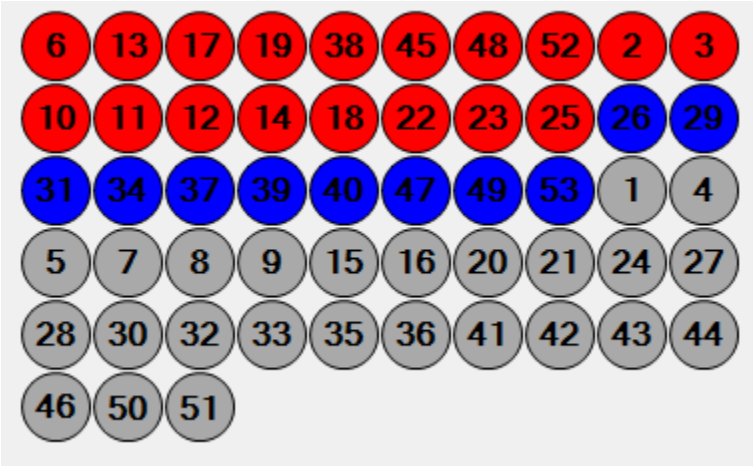
Remove one past draw by clicking the scroll button down 1.

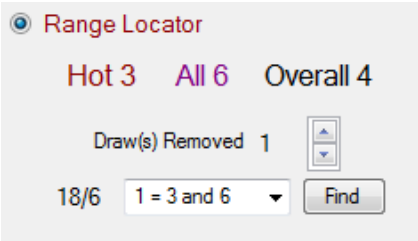



You find that the last draw has been targeted and removed; this is now the set of numbers the locator will use for analysis. Also note that the next 6 draws are in the equation indicted with the plus signs.

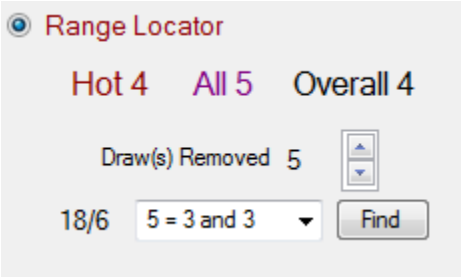
The Hot setting is set to 18 as shown in the main display showing the 18 hot numbers in red. The blue numbers are the remaining numbers which will also be used in addition to the hot numbers for the "All" range result. The gray numbers are not in play and will not be used in the range locator's analysis.



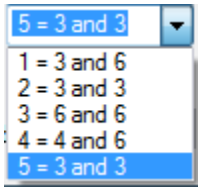

OK click the Find button, our first result with one past draw removed using 6 past draws is 3 for Hot and 6 for All (all the numbers in play) with an overall average of 4.

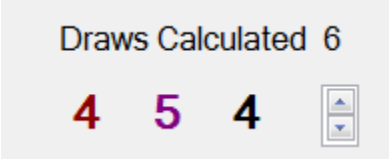
OK remove another draw and click the Find button again. Now we find the individual results for 2 = 3 and 3, 3 for Hot and 3 for All. With two past draws removed using 6 past draws the hot average is still 3 and 4 is now the All average, the overall average is still 4.




For this example let's repeat this pattern 5 times. The hot average is 4, the All average is 5 and the overall remains at 4.

The drop down will show all the individual results for each draw removed.




Under Create Tickets you find these 3 average results are displayed allowing you to easily select any of the 3 to auto adjust the Draws Calculated for you to select numbers from.

To wrap up this section the decision of which range to choose is really up to the strategy you want to play. Looking at the all the individual ranges we notice3 is fairly dominate; you can also use your gut feeling by checking out all the results.

Not only that you can also adjust the hot number to 10, 14, 22 or all the way up to the cap of your lotteries pool limit, however that would only give you the exact same results as the 'All' results. You can also adjust the amount of past draws to 10, 15, or 40 all the way to the limit of draws you have minus one draw of course, but then again that would only allow one past draw to be analyzed.

Basically whatever you want to use in your strategy you are able to make the adjustment. In addition you are not required to remove draws in any order either; you can remove every other draw or find ranges for every $5^{th}$ or $7^{th}$ draw if you like.

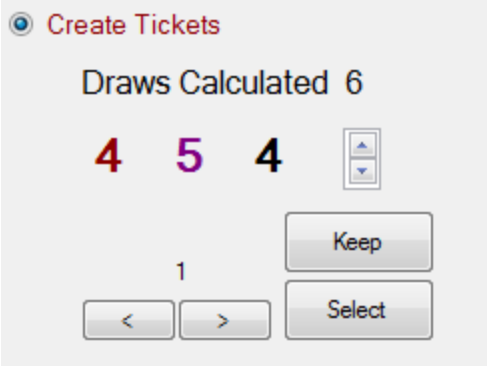
It's your program to do what you want, how you want.

TIPS:

- Once a past draw is removed for analysis the main display will turn Red to show how many hot numbers you have selected and blue to show the remainder of numbers in play.
- When locator mode is active Hot and Cap are locked, unlock by setting past draws back to zero.
- Changing Hot Numbers or Draw Cap will clear the previous results on the next run.
- One strategy is to always override the auto adjustments and always set them to same numbers every draw as your database grows

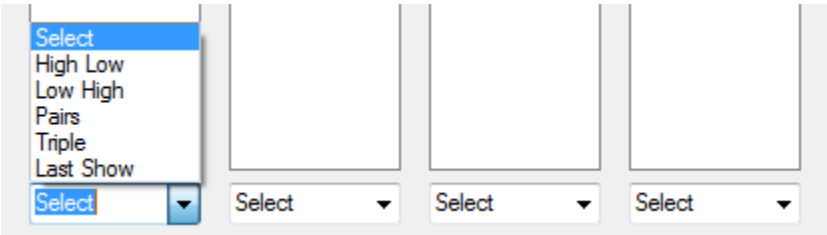
## Create Tickets Mode

To create a number set for play you only need to click Select, if you like the set all you need to do is click the Keep button which will add the set to the ticket list above the check tickets section. You'll also notice in the check tickets section that the Next Draw date is displayed, this is the next draw you are creating tickets for.

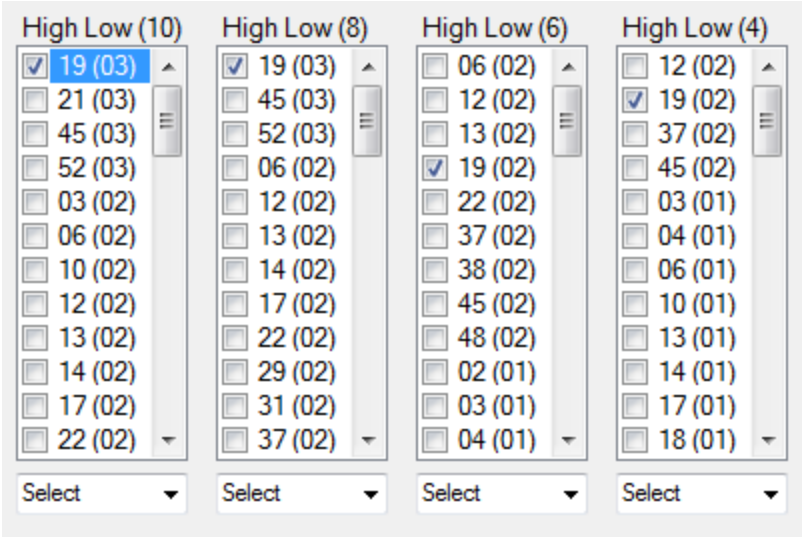



You can change the amount of past draws calculated using the scroll button or click one of the average ranges as in this example they are Hot = 4, All = 5, and Overall = 4. You can use the forward back buttons to go through your entire selection of tickets that you have created.

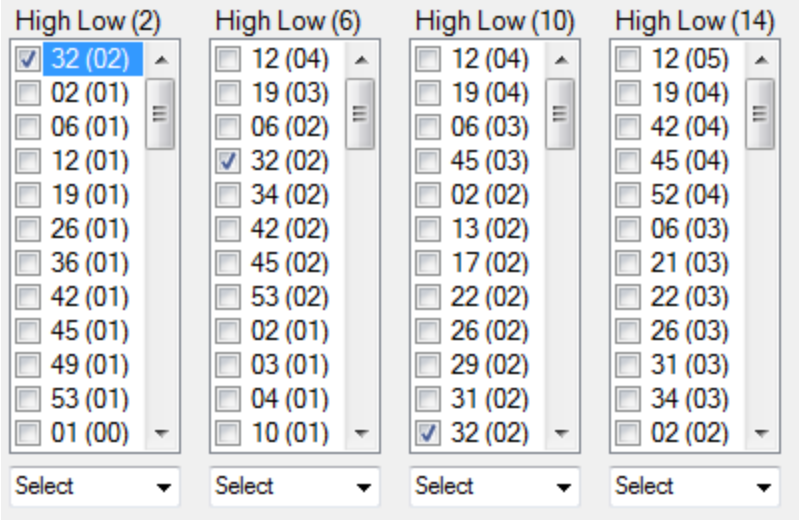
Let's do some analysis and add some indictors/filters. To the left of the Create Tickets section you'll find four list boxes.



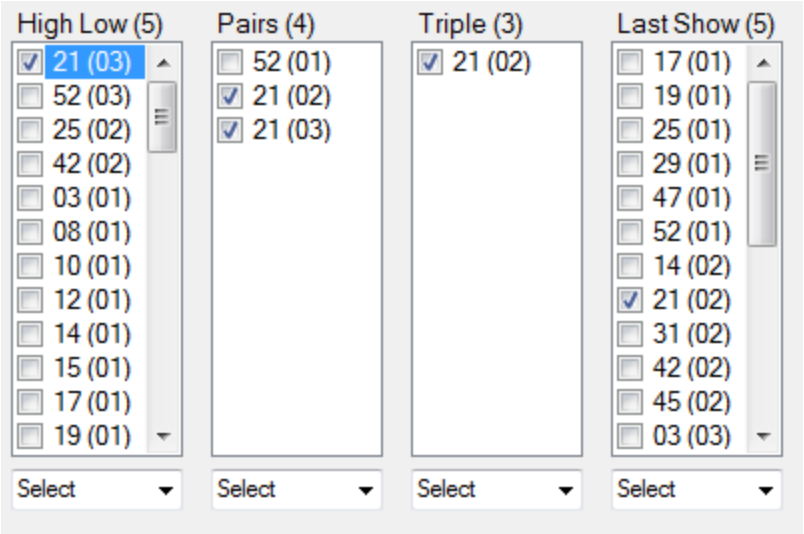

Here you can quickly find What's Hot What's not, what & when Pairs and Triples occurred, also the last time numbers showed. Not only that you can use these four lists to discover additional information such as numbers which are growing more popular by using each list to show certain amount of past draws.




In this example we set the past draws calculated to 10, then selected High Low, then set the past draws calculated to 8, then selected High Low, set the past draws calculated to 6, then selected High Low, set the past draws calculated to 4, then selected High Low. Overall we find 19 is holding strong.

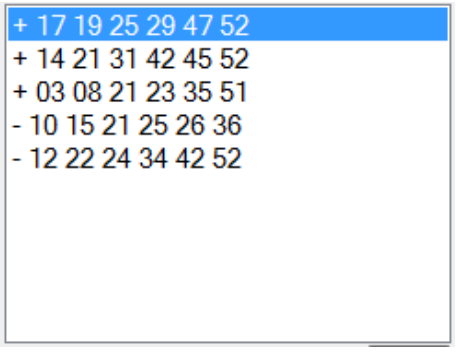



Similarly in this example we find our 32 is not gaining any steam.

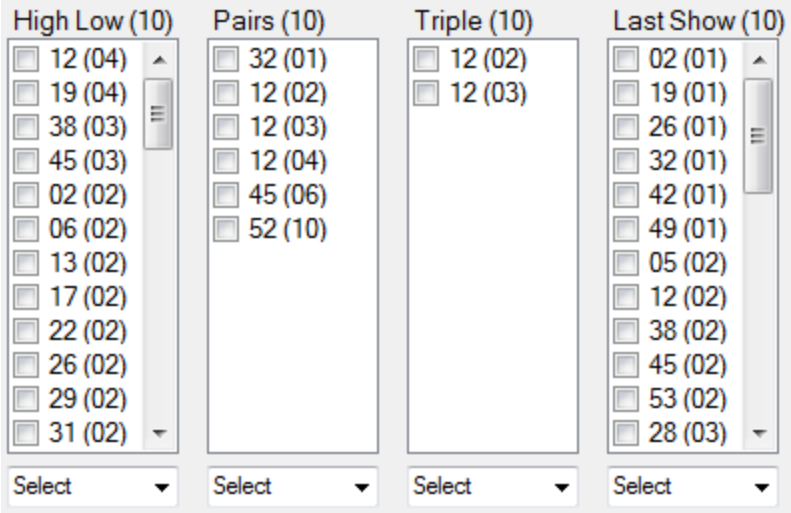



To simplify the following explanation we are only using 5 past draws.

When selecting pairs or triple with the draws calculated set to maximum amount of past draws, that pairs will drop by one and triple will drop by two.

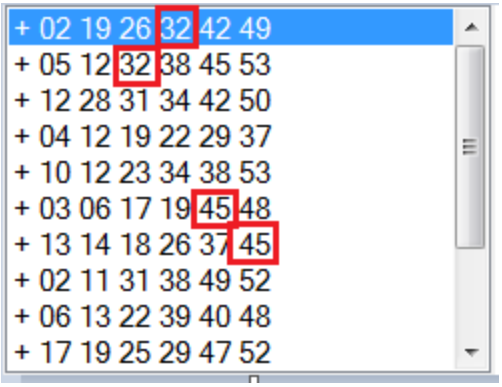



This is normal as pairs will need one more set to check for a pair, if it were to bottom out it can't check anyway, similarly with triple as displayed here, the last two draws are needed to check for a triple. Basically it will need an addition two, so it will check the third draw entered using the 3rd 2nd, and 1st draw to check for a triple. In this example we find 21 tripled out the second past draw against the draws 2, 3 and 4.



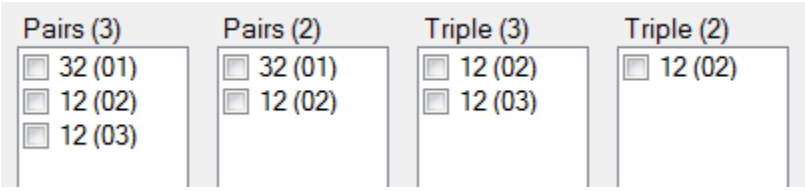

So what are the numbers in parenthesis anyway?

In High/Low and inversely Low/High the number in parenthesis is the frequency or the times the number has shown over the amount of draws calculated. As shown 12 has shown 4 times over the last 10 draws.




With pairs and triple the number in parenthesis is the last time the number either paired or tripled. Here we find 32 paired on the very last draw indicated with a 1, where as 45 paired 6 draws ago. Interestingly we find 12 paired allot but really it tripled out twice indicating a very rare quad showing.

Why do we show 12 paired 2, 3 and 4 and 12 tripled 2 and 3 is depending on how many past draws are being calculated as this information will change, as in this example using 2 and 3 past draws:




TIPS:

- As you've noticed the four lists are an extremely powerful, yet flexible, feature and pretty much open to whatever you can think of to use in your strategy.
- Many more filters are planned for this is future updates.

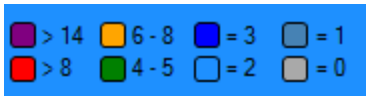
As you've been using the check boxes you notice that selecting a number in any box will locate the selected number in any adjacent box, if displayed.

You'll also find that when a number is checked it's also added to the number filter as shown below. Here we have added 2, 32, 12, 38, 42, 26 and 51 to the filter. You can add up to 10 numbers to the filter, any boxes checked beyond 10 will not be added to the filter.

The number or numbers you ultimately add here are used as a filter for which numbers you are focusing on for whatever your strategy defines.

In this example set we notice 32 and 12 have matched and the maximum matches so far have been 3.

The set itself has a total showing of 11 and the maximum a created set so far has reached is 17. The sets total is all the times the numbers have shown in the amount of past draws calculated.



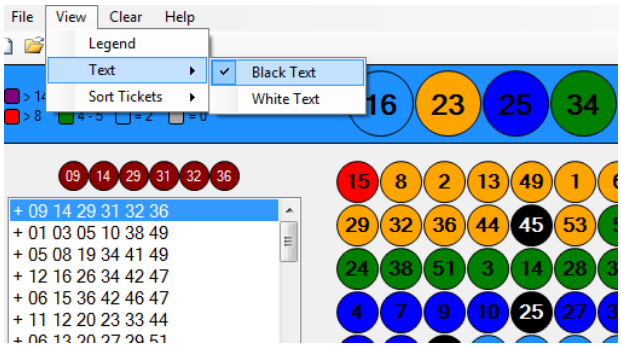

Using the legend we can instantly find visually how hot or cold each number is, 12 is the warmest and 43 is the coldest (or due to show) indicted as a no show in gray within this set.

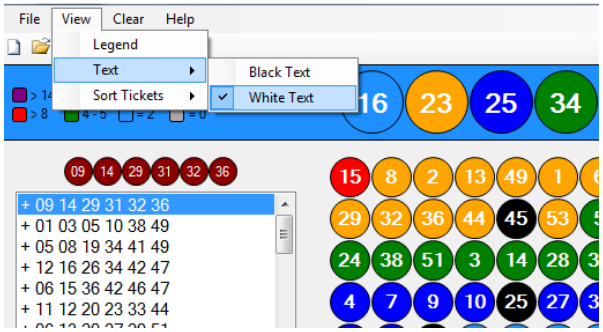
TIPS:

- If you have kept a ticket set you do not like any more simply double click it in the list to delete it.
- Delete will not work on old sets from previous draw dates, only on the set you are creating for the next draw.

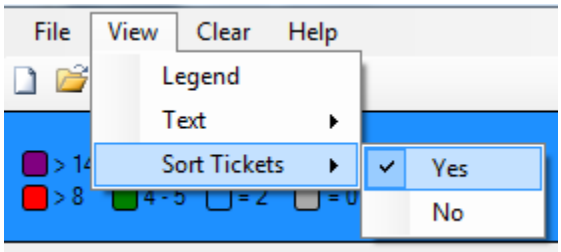
# Additional Options

You can change the text to white as well.

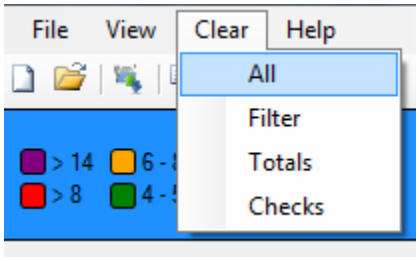


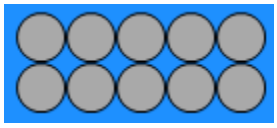




If your lottery does not draw sorted then change this option before you create tickets to properly pull numbers:

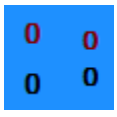



Clear options:

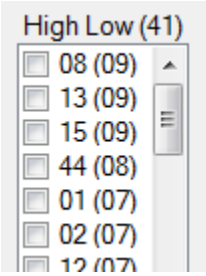


Filter - clears all the numbers you have in the filter.




Total - clears the all the current Totals.




Checks - clears all numbers checked within all 4 lists, this will not clear the filter, nor will it clear any list you have created. Literally just clears the checks.

The ‘All’ option essentially runs all 3 clear options at once.

TIPS:

- Lottery Looper is as easy to use as it is flexible, yet immensely power packed to accommodate any strategy for new players and pro’s alike.
- This is only the beginning with many features, filters and updates planned for future versions of Lottery Looper, which are all free to anyone who registers.
- Enjoy!

Links:

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